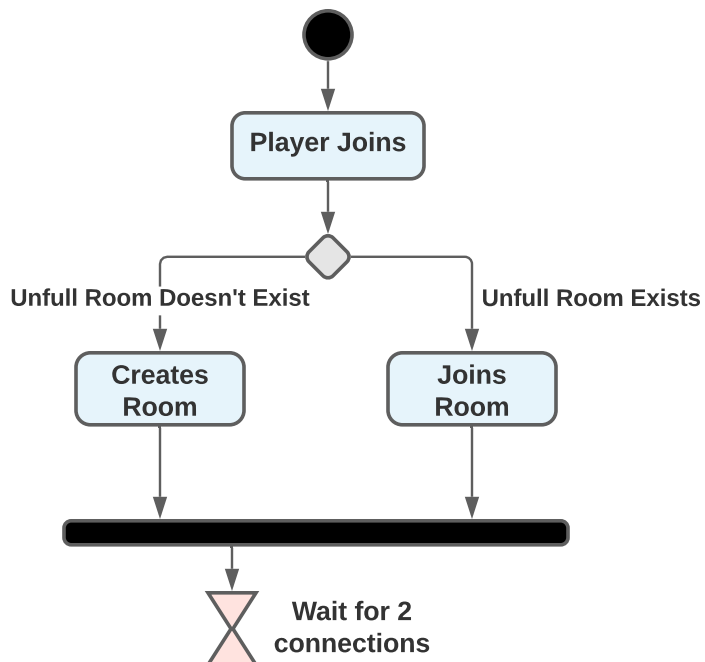
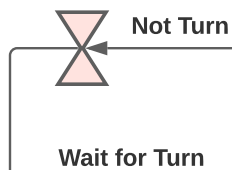


Connection Menu



Game State

Load Main Game Scene



Game Cycle

